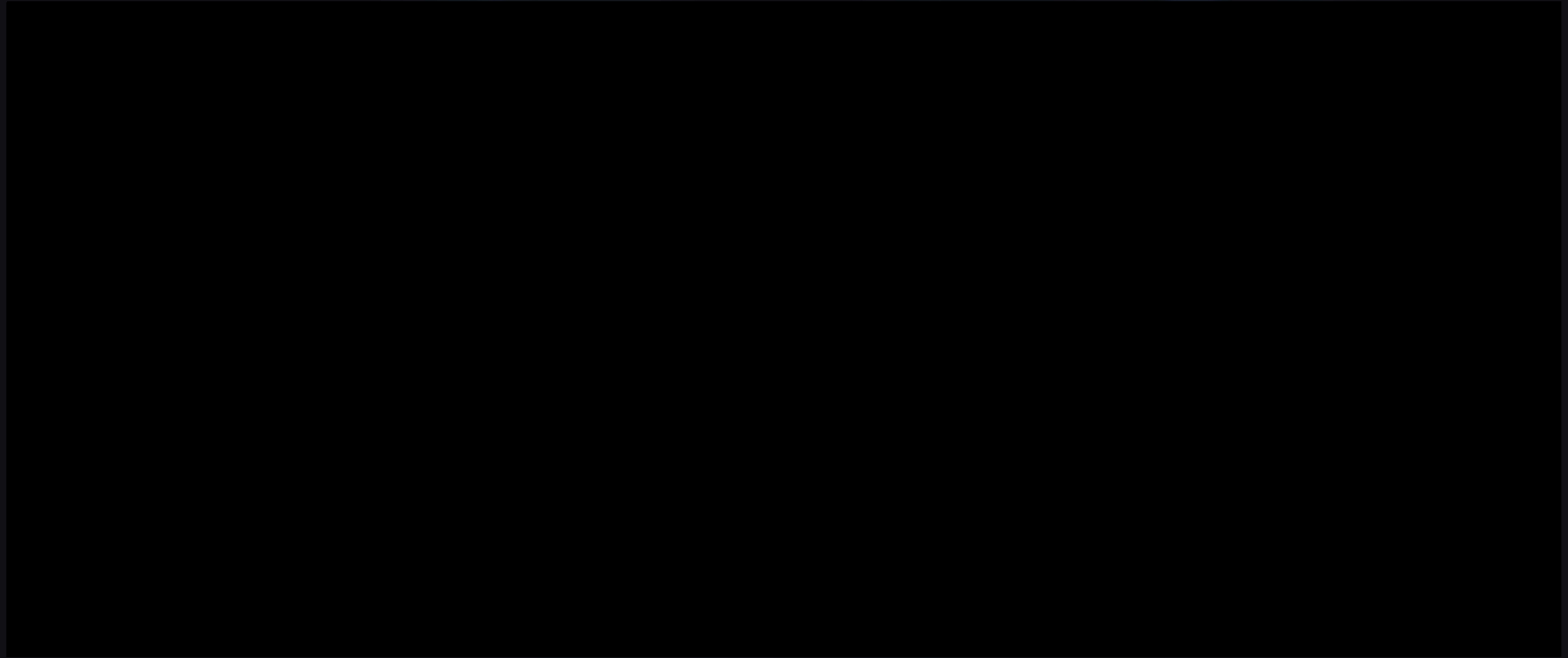


Δ DEFENDANT Δ	United States District Court Northern District of California	
	Case No.	<u>4:20-cv-05640-YGR</u>
	Case Title	<u><i>Epic Games, Inc. v. Apple, Inc.</i></u>
	Exhibit No.	<u>DX-5322</u>
	Date Entered	_____
	Susan Y. Soong, Clerk	
	By: _____, Deputy Clerk	

Steam Rev Share – Group Update

THEORY



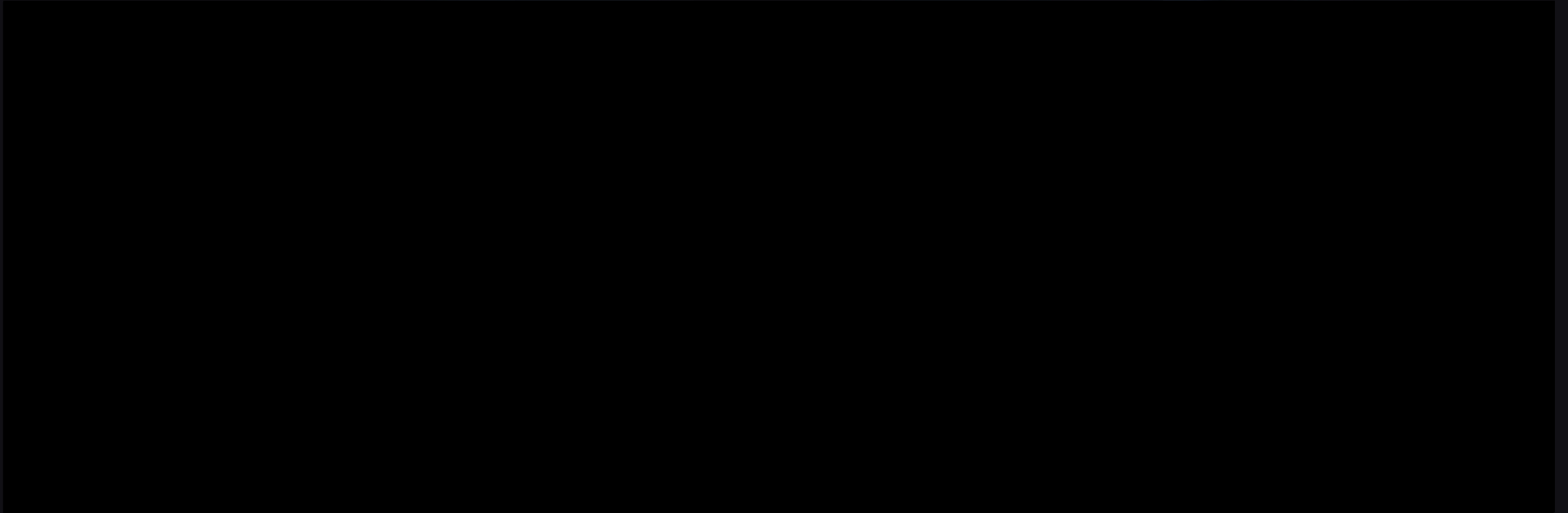
POSITIVE EXTERNALITIES



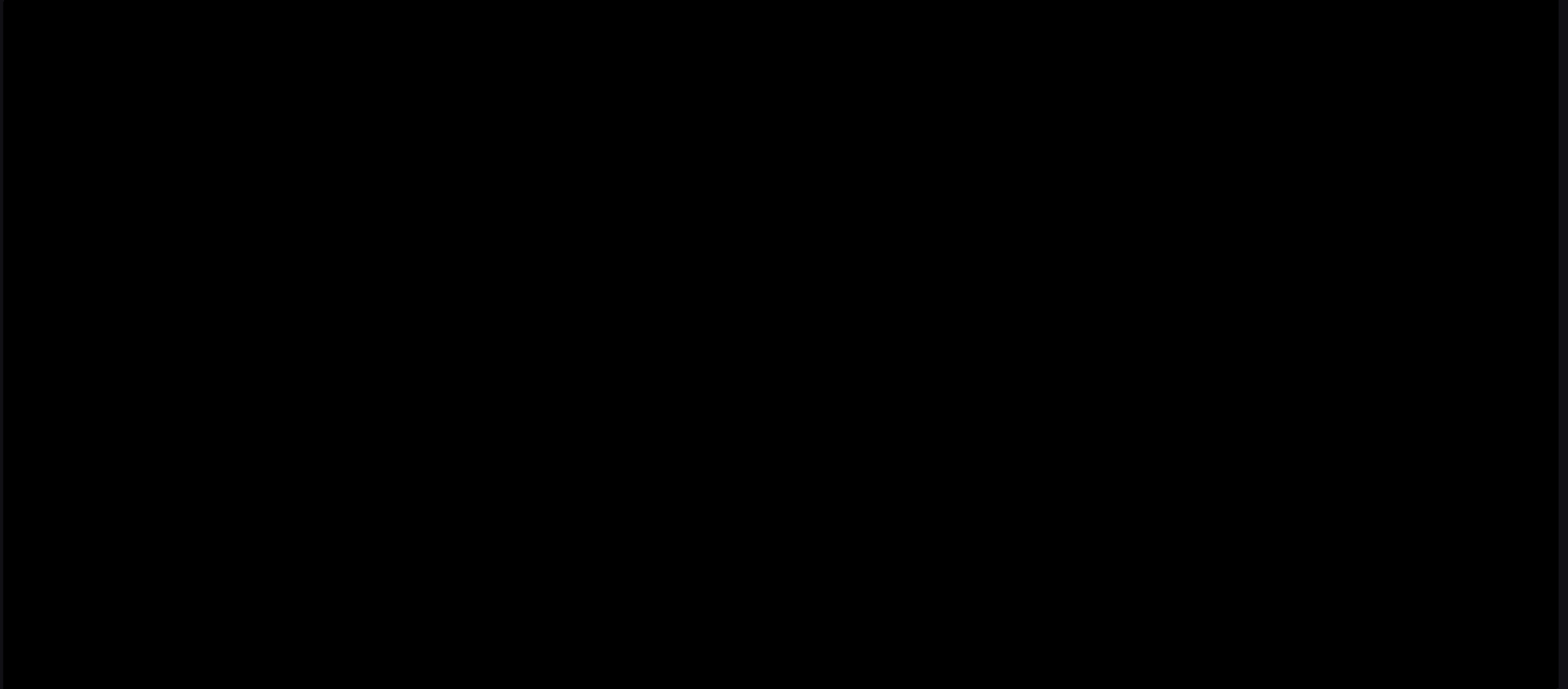
POLICY PROPOSAL

- Two tiers of revenue qualification on a per-app basis
 - **Tier 1**
 - \$10MM in net lifetime revenues
 - 75% Partner Rev Share on earnings beyond threshold
 - **Tier 2**
 - \$50MM in net lifetime revenues
 - 80% Partner Rev Share on earnings beyond threshold
- Rev share beyond 70% paid out after a 90-day hold
- Excludes Steam China (but not Worldwide Steam sales in China)

QUALIFICATION



2019 ESTIMATED REVENUE



WHO QUALIFIES?



QUALIFYING TITLES



2019 ESTIMATED EFFECTS



SENSITIVITY ANALYSIS



CONCLUSION

